

REAL-TIME MULTI-RESOLUTION SHADOWS

ABSTRACT

A shadow is generated in a virtual three-dimensional space by adjusting a resolution of a 3D model, projecting
5 elements of the 3D model onto a surface in the virtual 3D space, and rendering a shadow having the adjusted resolution of the 3D model on the surface using the projected elements.

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FOIA b5, b7C, b7E, b7F, b7G, b7H, b7I, b7J, b7K, b7L, b7M, b7N, b7O, b7P, b7Q, b7R, b7S, b7T, b7U, b7V, b7W, b7X, b7Y, b7Z